



**KING KIT™  
INSTRUCTION MANUAL**

**OCTOBER 15, 1985**

**MEMETRON PRESENTS**

**THE PRO WRESTLING EVENT OF THE CENTURY !**

**MAT MANIA™**

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**FOR THE SERVICE THAT KEEPS YOU GOING 312-565-2828  
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# VIDEO GAME OPERATOR:

Don't Get Involved In A Federal Crime. Don't Buy Or Operate Copy Or Unauthorized Boards In Your Games.

Warning



*Every operator who buys or operates a counterfeit or unauthorized board (imported or domestic) is contributing to the end of our industry and committing a FEDERAL CRIME.*

*New criminal laws have recently been enacted that provide for maximum penalties of \$250,000 or five years in prison or both, per offense. EACH GAME IS A SEPARATE OFFENSE.*



**WARNING**

Federal law provides severe civil and criminal penalties for the manufacture, importation, distribution, or exhibition of copyrighted computer video and other games.

The Federal Bureau of Investigation  
monitors illegal use of federal  
copyright infringement.

*If you have any information about any unauthorized games in the United States, contact your local FBI or.*



American Amusement Machine Association

205 The Strand  
Suite 3  
Alexandria, Virginia 22314  
(703) 548-8044

## IMPORTANT F.C.C. WARNING

"This Kit is intended for use only on coin operated video games manufactured after October 1, 1983, which have been verified for compliance with the requirements in Part 15 of FCC rule for class A computing devices. Improper connection of the kit or connection to any other coin operated video game not so manufactured or verified for compliance may cause unacceptable interference to radio and T.V. reception requiring the operator to make necessary changes to correct the interference. Memetron, Inc., takes no responsibility for kits improperly connected and those connected to games for which use is not intended."

## **WARNINGS & NOTICES**

### **WARNING**

For safety and reliability, Memetron Inc., does not recommend or authorize any substitute parts or modifications of Memetron equipment.

Use of non-Memetron parts and modifications of game circuitry may adversely affect game performance.

Substitute parts or equipment modifications may void FCC type acceptance.

Since this game is protected by Federal copyright, trademark and patent laws, unauthorized game-conversions may be illegal under federal Law.

This "conversion" principle also applies to unauthorized facimiles of Memetron Inc., equipment, logos, designs, publications, assemblies and games ( or features not deemed to be in the public domain ), whether manufactured with Memetron components or not.

### **WARNING**

Three-Wire Plug this game must be plugged into a properly-grounded outlet to prevent shock hazard and to assure proper game operation. Do Not use a "cheater" plug to defeat the ground pin on the power cord, and do not cut off the ground pin.

### **NOTICE**

Parts salvaged from your old game are required to complete your kit. These salvaged parts MUST operate perfectly, or the converted game can not perform properly or safely. Always repair circuitboard malfunctions and cabinet damage before conversion is attempted.

## NOTICE

This kit is not intended for use with X-Y monitors. Suitable monitors are the horizontal or vertical raster-type with inputs for red, green and blue video as well as negative sync. ( These inputs should be compatible with TTL logic levels. ) Note: Mat Mania™ uses a vertical monitor.

## NOTICE

Be sure the power supply from your old game is capable of +5VDC regulated at 6A and +12VDC regulated at 1A. These operating voltages are necessary for your kit.

## NOTICE

Mat Mania is a registered trademark of Taito America Corp. Under license from Technos, Japan. Distributed by Memetron Inc., 1985.

## NOTICE

Please make sure you clean and lubricate your old coin mechanisms. It is important that you service them in order for this game to earn the maximum projected earnings.

## KING KIT'S PARTS LIST PROVIDED

PCB BOARD	(1)
JOY STICK	(1)
CONTROL PANEL OVERLAY	(1)
PLEXI CRT	(1)
PLEXI MARQUEE	(1)
WIRING HARNESS	(1)
INSTRUCTIONS	(1)
PLAY INSTRUCTIONS	(1)
MISC CONTROL STICKERS	(1)
DRILLING TEMPLATE	(1)
JOYSTICK STAR	(1)
BUTTONS	(4)
FCC CAGE	(1)

## TOOLS AND SUPPLIES REQUIRED

- SCREWDRIVER
- WIRE CUTTERS
- ELECTRIC DRILL
- SOLDERING IRON & SOLDER
- PLIERS
- PHILLIPS SCREWDRIVER
- HEX DRIVER
- 180-GRIT SANDPAPER
- FIRE ENGINE RED, SEMI-GLOSS LATEX PAINT
- GREASE PENCIL OR MARKER
- X-ACTO KNIFE
- HACKSAW or JIGSAW

## CABINET

Inspect your old cabinet for any gouges or items stuck on the extremity such as chewing gum. Remove all foreign objects and fill in the gouges with any type of quick hardening wood putty. Sand to make sure the surface is smooth and wipe clean the outside of the old cabinet. Remember the reason you are converting your game is to have the earnings of a new game. Making it look like a new game will increase your earnings and player interest.

## CRT & MARQUEE

Remove the new crt and marquee from the kit box. Place and center the old marquee and crt on top of the new crt and marquee. Stick masking tape on the area where you intend to cut the plexiglass. Take your grease pencil and draw a straight line to use as a cutting guide. Using your hacksaw or jigsaw cut the plexiglass down to size. Replace the new cut to size plexiglass marquee and crt cover on your game. If done correctly your game should look almost new.

## CONTROL PANEL

Remove the old control panel buttons or joysticks. Clean and sand smooth any imperfections on the existing vinyl material.

Place the template that comes with the game on the control panel in order to design the best possible positioning for your buttons, joystick and control panel instructions.

Please leave your 1 or 2 player start button holes where they are. Drill holes as needed for installation of the joystick and other buttons. Any hole that is no longer needed we suggest plugging with wood blocks, putty, cardboard or epoxy. Remove the backing from the rear and carefully place the control panel overlay on the old control panel being careful not to get any air bubbles in the vinyl when it's applied.

After the control panel is securely on, with an exacto knife knife or razor blade carefully cut out holes on the control panel. Next stick the joystick stars and button stickers on the control panel. Replace your buttons on the control panel and tighten them down. Return the control panel to the game for the next step in the kit process.

## GAME PLAY INSTRUCTIONS

Your game comes with two sets of instruction decals, one to mount horizontally and the other to mount vertically. Depending on the amount room around the Crt. After conversion choose set A or set B for installation on your game but not both.

## **NOTICE**

Refer to the decal layout sheet for more information on graphics position.

Refer to the control panel template for control layout suggestions.

If the control panel that you are going to use is wood and is too thick for use with the enclosed button holders, then remove the switches from the holders and shim them with spacers.

Make sure that the control panel is on straight.

## **WIRING PROCEDURES**

### **INSTALLING INTERBOARD WIRING**

[I] Disconnect the old wiring harness from the CPU board. Using the schematic drawings from your old game, carefully note the function of each wire. Label the wires if this helps.

[II] Carefully remove all circuitboards and the metal circuitboard panel from the game.

[III] Leaving several inches of wire from the old wiring harness at each connector, cut the wires near the game's coin door, monitor, player panel, power-supply and speaker wires to the new CPU-board harness. Using electrical tape, be sure to insulate all splices.

[IV] If your game has series-pass transistors for the power supply on a separate heatsink, remount the metal heatsink beside the power supply board.

[V] Check and clean the input jack on the power-supply board. Replace any burned or damaged pins.

**THANK YOU FOR YOUR PURCHASE OF A,  
MEMETRON KING KIT.**

## DIP SWITCH SETTINGS

## MAIN HARNESS

MAT MANIA

SOLDER SIDE				PARTS SIDE			
GA.	WIRE/COLOR	SIGNAL NAME	PIN NO		SIGNAL NAME	WIRE/COLOR	GA
18	YEL-GRN	-5V	A1	B1	+12V	YEL-RED	18
22	VIO-WHT	SPEAKER GND	A2	B2	SPEAKER	VIO	22
22	BLU-YEL	1P SHOOT 1	A3	B3	1P UP	ORG	22
22	BRN-WHT	1P RIGHT	A4	B4	1P LEFT	BRN	22
22	GRAY	1P START	A5	B5	2P START	ORG-WHT	22
		2P SHOOT	A6	B6	2P UP		
		2P DOWN	A7	B7			
		2P LEFT	A8	B8	2P RIGHT		
22	BLU-RED	COIN COUNTER1	A9	B9	1P DOWN	GRY-YEL	22
			A10	B10	COIN 1	BLU-GRY	22
			A11	B11			
22	BLU-GRN	1P SHOOT 2	A12	B12	2P SHOOT 2		
22	GREEN	VIDEO GREEN	A13	B13	VIDEO BLUE	BLUE	22
22	RED	VIDEO RED	A14	B14	VIDEO SYNC	WHITE	22
			A15	B15			
18	BLACK	GND	A16	B16	GND	BLACK	18
18	BLACK	GND	A17	B17	GND	BLACK	18
18	YELLOW	+5V	A18	B18	+5V	YELLOW	18

6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15

6 - left

7 - start 1

8 - shoot 1

9 - Gnd

## DIP SWITCH SETTINGS

### DIP SWITCH 1

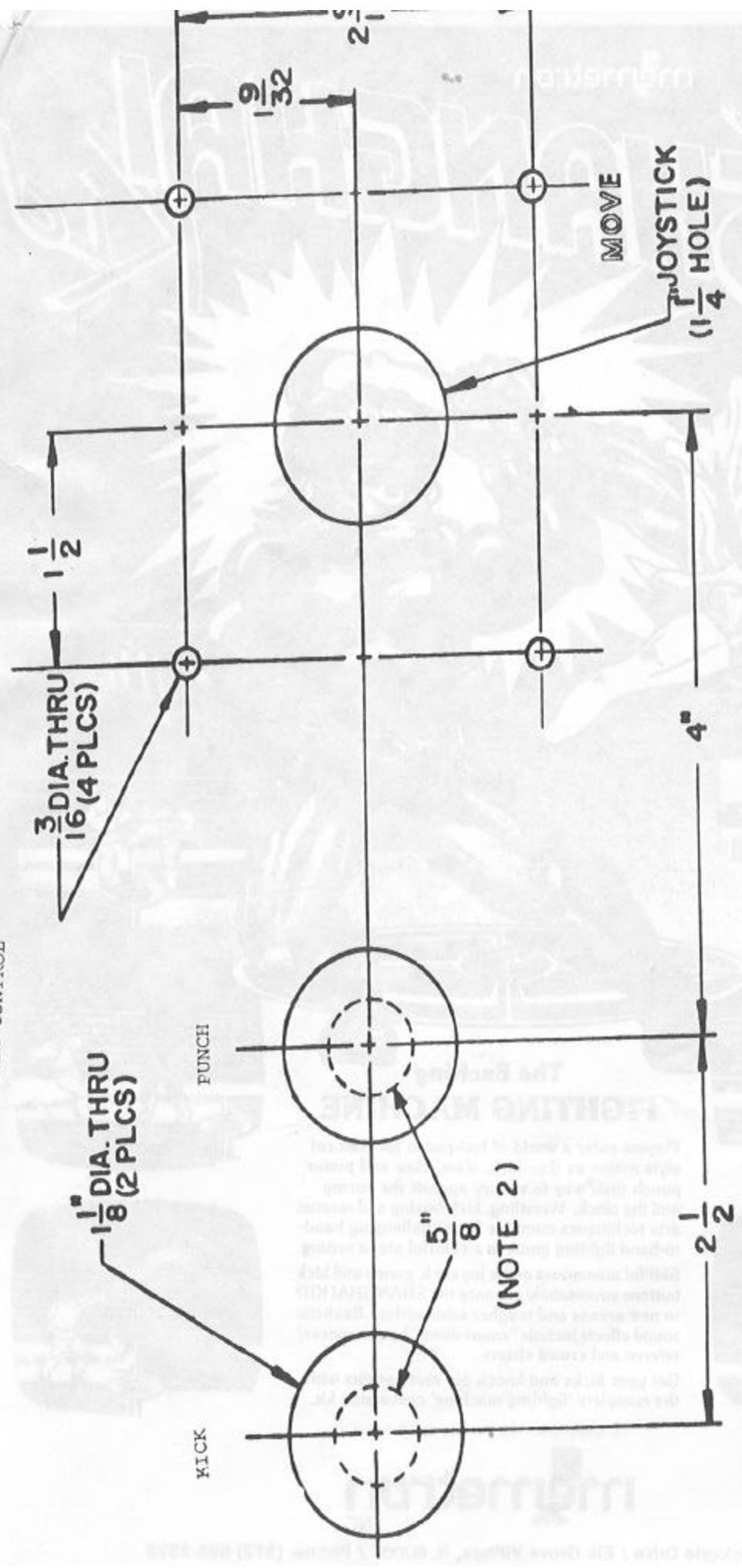
1	2	3	4	5	6	7	8	
								● Coin-A
OFF	OFF							1 Coin - 1 Play
ON	OFF							1 Coin - 2 Play
OFF	ON							1 Coin - 3 Play
ON	ON							2 Coin - 1 Play
								● Coin-B
	OFF	OFF						1 Coin - 1 Play
	ON	OFF						1 Coin - 2 Play
	OFF	ON						1 Coin - 3 Play
	ON	ON						2 Coin - 1 Play
								● Sound for Demonstration
		OFF						可 Sound
		ON						不可 Not sound
				OFF				● TV-Screen
				ON				Table type use
					OFF			Up-right type use
					ON			● Check Program
						OFF		OFF
						ON		ON
							ON	Don't Touch
								(normal screen)
								(flipp screen vertically)

### DIP SWITCH 2

1	2	3	4	5	6	7	8	
								● 難 度 Degree of Difficulty-
OFF	OFF							普通 Normal
ON	OFF							↓
OFF	ON							むずかしい Difficult
ON	ON							
		DON'T USE						

\* Suggested factory setting

MAT MANIA CONTROL



NOTE:

1. THESE DIMENSIONS ARE TO SCALE AND REFER TO METAL CONTROL PANELS.
2. FOR WOOD CONTROL PANELS, DRILL 5/8" HOLE COMPLETELY THROUGH. THEN DRILL 1-1/8" HOLE TO 5/16" DEPTH.

CONTROL PLATE  
TEMPLATE

# memetron The SHANGHAI KID™



## The Exciting **FIGHTING MACHINE**

Players enter a world of fast-paced tournament style action as they kick, slam, claw and power punch their way to victory against the enemy and the clock. Wrestling, kick-boxing and martial arts techniques combine for a challenging hand-to-hand fighting game in a colorful arena setting.

Skillful maneuvers of the joy stick, punch and kick buttons successfully advance the SHANGHAI KID to new arenas and tougher adversaries. Realistic sound effects include "count-down" by announcer/referee and crowd cheers.

Get your kicks and knock out more profits with the complete 'fighting machine' conversion kit.

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**memetron**  
INC

2350 Brickvale Drive / Elk Grove Village, IL 60007 / Phone: (312) 595-2828  
Telex: 210227 Ansb. Memory